



Unity Asset - Monsters Pack 04 v1.0

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The **Unity Asset - Monsters Pack** evolving creatures collection features cartoon character models with three evolutionary forms, designed to enhance game progression.

How to design characters with different animations such as idle, running, walking, and attack in your project?

You can use "Unity Asset - Monsters Pack" to design your project.

This collection includes various warriors such as Catcher, Fishguard, Knighty, Imp, Monkeydong, Nosedman, Pitboy, Spike, Treestor, and Wedger, each becoming progressively stronger to serve as formidable enemies and bosses. Suitable for multiple game genres like runners, tower defense, and RPGs, these models are rigged, animated, and optimized for mobile and AR/VR platforms.

"Unity Asset - Monsters Pack" Samples:

They feature 32x32 pixel gradient base textures, low poly design with 3.8k average triangles, and no LOD or vertex colors. The characters come with a variety of animations, including idle, run, walk, attack, shoot, jump, rage, defense, damage, and death.



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